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INTRODUCTION

ALERT! Earth is under attack by an unknown alien enemy! We need *Missile Command!*

Recently, astronomers tracked a previously unknown asteroid as it entered near-Earth space. On closer inspection, it turned out to be an alien war-base filled with giant motherships. These ships have been spreading out, and their intentions are painfully clear. They plan to wipe human civilisation off the face of the Earth!

Our space forces have been all but destroyed. In a desperate, last-ditch effort, the experimental *Missile Command* teams have been called into active duty. As one of the *Missile Command*ers, you must lead your highly trained team of crack Pod Pilots — Firewall, Tactix and Case — into battle. You have only one goal: Save the cities of Earth and, ultimately, the entire planet. Good luck!

THE README FILE

The *Missile Command* CD-ROM has a ReadMe file which has updated information about the game. To view this file, double-click on that file in the *Missile Command* folder on your hard drive. You can also view the ReadMe file by clicking the **Start** button on your Windows® 95/98 taskbar, then clicking on **Programs**, then on **Hasbro Interactive**, then on **Missile Command**, and finally on the **ReadMe** option.

SYSTEM REQUIREMENTS

Operating System:	Windows® 95/98
CD-ROM Drive:	4X Speed
Memory:	32MB RAM
Hard Disk Space:	70MB Free
Processor:	Pentium® 166MHz
Video:	Windows 95/98 compatible SVGA video card with 2MB video RAM
Sound:	Windows® 95/98 compatible sound card* (All AWE 64)
DirectX:	Requires DirectX version 6.1 (included) or higher
Mouse:	Required

** Indicates device should be compatible with DirectX version 6.1 or higher.*

If you want to play *Missile Command* in Multiplay mode, you'll also need at least one of the following:

- A Windows-compatible modem. The game works on a modem as slow as 14400 baud (14.4kps).
- Access to a local area network (LAN) running either the TCP/IP protocol or the IPX/SPX protocol.
- Access to the Internet and a 14.4kps connection (or faster).
- A serial cable connection to another computer.

INSTALLING

1) Start Windows® 95/98.
2) Insert the *Missile Command* CD-ROM into your CD-ROM drive.
3) If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, double click on the "My Computer" icon on your Windows® 95/98 desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file on the *Missile Command* CD-ROM and double-click on it.
4) Follow the remainder of the on-screen instructions to finish installing the game.

Missile Command requires DirectX 6.1 or higher to run. If you do not have this version installed on your computer, click "Yes" when asked if you would like to install it.

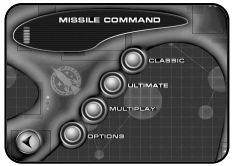
PLAYING

Once the automated installation and setup are complete, the game is ready to play. During the installation, you had the option of creating a shortcut on your desktop. If you chose "Yes," then simply double-click on the shortcut to start up the game.

If you don't have a shortcut on your desktop, click the Windows® **Start** button, then choose **Programs**, the **Hasbro Interactive** menu, then select **Missile Command** to run the game.

IMPORTANT! You must have the *Missile Command* CD-ROM in the CD-ROM drive to play.

MAIN MENU



At the Main Menu, you can choose from the following options:

Classic – Play the *Missile Command* Classic Game. This game is based on the arcade classic from the 1980s, but has updated graphics and sound.
Ultimate – Save the world from invaders in the real-time, 3-D world of the Ultimate Game, with special weapons and boss levels.
Options – Go to the Options screen, where you can customise your game settings. This is also where you save your game and load saved games.
Multiplay – Play *Missile Command* with another person — through a network, over the Internet, modem to modem, or through a direct serial connection.

CONTROLLING MISSILE COMMAND

No matter which of the *Missile Command* games you choose to play, the way you control your Missile Pods is the same. Here are the default control settings:

Mouse Control the cursor — move the Aiming Cross-hairs.
[A] Fire a missile from your Left Pod.
[S] Fire a missile from your Centre Pod.
[D] Fire a missile from your Right Pod.
[Esc] Quit the mission.

If you're playing in Multiplay mode, there is one extra control key:
[T] Chat with the other player.

The Ultimate Game has a few extra controls that are not needed in the Classic Game:
[Spacebar] Fire Special Weapon.
[Tab] Cycle to Next Special Weapon.
[P] Pause the mission. (Press **[P]** again to resume play.)
LMB The left mouse button (LMB) causes your entire team to Rotate Left — move to the left.
RMB The right mouse button (RMB) causes your entire team to Rotate Right — move to the right.

If you don't like these default settings, you can change any or all of them. Use the Controller option on the Options screen to customise your controls. (If you mess up, you can click Default at the top of the box to reset all the actions to their original settings.)

The Options screen is where you set your controller preferences, configure your audio/video and "3-D" setup, and view the high scores.

CONTROLS
This takes you to the Controller screen, where you see and can change the way you control *Missile Command*. Here, you can assign a keyboard key or mouse button to each of the possible actions.

Click on one of the actions in the list to select it. Finally, press the keyboard key or click the mouse button that you want assigned to that action.

AUDIO/VIDEO
This button takes you to the Audio/Video screen, where you can set the volume (using the slider bar) for the video cut scenes, the in-game music and the in-game sound effects.

You can also switch two aspects of the game off and on: the video cut scenes and the pop-up "news" videos.

Last but not least, you can also choose which of the music tracks supplied on the game CD you want to be played at certain times during your game. Select one of the Music Type options on the left, then choose one of the music tracks from the list on the right to associate it with that part of the game. (You can use the Play arrow at the bottom to sample the track.)

3-D OPTIONS
This option opens the 3-D Options screen. Here, you can change which 3-D rendering mode the game uses, set the resolution at which you want the game to run, and raise or lower the graphic detail level. Normally, there is no reason to fool around with these, but if you want to get the most (graphically) out of your system and the game, this is the place to do it.

HIGH SCORES
Shows you the top ten scores for the Classic and Ultimate games. Each listing includes the player's name, score and the Skill Level from the high scoring game.

If you were around to play *Missile Command* when it first appeared in arcades and homes around the country, you're sure to remember how exciting this game was. If you've never played *Missile Command*, you're in for a treat. The Classic Game presents the original Atari hit — updated a little, but every bit as intense and addictive as ever.

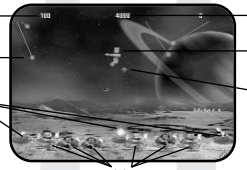
When you're ready to begin a Classic Game, you can choose between the two play types:

1) Single Player to face the invasion alone.
2) Head to Head to have two players compete in alternating turns.

You can also set up the difficulty for your game. Note that you can set these preferences differently for each player. This is handy for setting up "handicap" games, in which the better player gives the other an advantage — which makes the game more challenging and more fun for both players.

Waves Determine the starting wave for this player. (**NOTE:** You cannot start on even numbered waves.)
Bonus Points Set the score at which you earn bonus cities.
Skill Defines the Skill Level. There are three settings: ***Easy*** has slower enemy missiles and fewer per wave; ***Normal*** is the standard setting; ***Hard*** offers faster enemy missiles and more of them in every wave.

The object of the game is to gain points by using your three Missile Pods (left, right and centre) to shoot down incoming enemy missiles and automated craft before they destroy the cities under your protection. You are charged with the defence of six cities. Each of your Missile Pods has 10 missiles. Use them wisely.



Attacks come in waves. As the battle goes on and you successfully repel each wave, the enemy weapons move faster and faster. Incoming missiles begin at the top of the screen, or they are dropped from enemy craft. Some missiles are MIRVs — they split into two or more warheads as they descend. Watch out for those!

THE BASICS

For those of you who never played the original Atari classic, here are the basics:

- Move your cross-hairs to the target point. (Make sure to lead moving targets.)
- Fire a missile from one of your Pods (the one closest to the target point is usually best).
- When the missile explodes, any enemy caught in the blast radius is destroyed.
- Destroyed enemy weapons explode, and any enemy object caught in their blast radius is also destroyed.
- If one of your Pods is hit by an enemy missile, the Pod is destroyed. You lose all the missiles that are in the Pod when it explodes.
- If one of the cities under your protection is hit by an enemy missile, it is destroyed. (You might be able to get it back — keep reading.)
- When all of your cities are destroyed, the game is over.

At the end of each wave you successfully weather, you get bonus points for all the missiles remaining in your Pods (the shots you didn't use). You also get points for every city still standing.

When you earn enough points, you are rewarded with a bonus city. (Each 10,000 points is the default, but you might have set it differently when you started the game.) No matter how many bonus cities you earn, you only have six cities on-screen to defend during any wave. When one of those is knocked out, a bonus city takes its place in the next attack.

SCORING

Every time you destroy an enemy weapon, you earn points. Missiles you don't use and cities you successfully protect also add points to your score. Here are the base numbers:

BASE SCORING

Object	Score
Enemy Missile	25
Enemy Bomber/Satellite	100
Enemy Smart Missile	125
Friendly Missile Conserved	5
City Protected	100

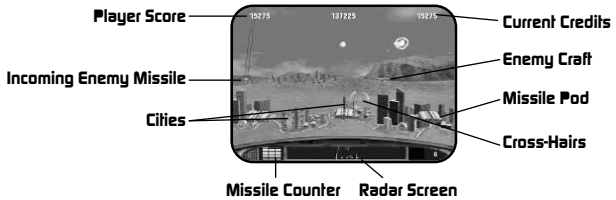
The missile attacks come in waves of ascending difficulty. To get your actual score, the base numbers listed here are multiplied by the Wave Multiplier — up to a maximum of 6X. For example, destroying an enemy Bomber on Wave Five would be worth (100 x 3) = 300 points. Here's the scoop:

WAVE MULTIPLIERS

Wave	Multiplier
One and Two	x1
Three and Four	x2
Five and Six	x3
Seven and Eight	x4
Nine and Ten	x5
Eleven and Up	x6

Now get ready for the ultimate *Missile Command* experience. While you're still shooting down enemy missiles in the Ultimate Game, there are new enemies to deal with — and some special weapons to help you out. Did we mention that you're now defending a 3-D world?

The object of the game is to travel to hot zones and fight off waves of alien attacks aimed at destroying cities in the region. If you can successfully defend against multiple waves of attackers and clear an entire region, you launch into near-Earth space to attack the mothership from which the most recent attacks were launched. Defeat the mothership, and you survive to return to base, where you can trade in the points you've earned to purchase upgrades to your arsenal. Good luck!



THE BASICS

Your career begins when the aliens, obviously bent on destroying the civilisations of Earth, enter our space and begin launching motherships. *Missile Command* prioritises the hot zones where the aliens are attacking and sends you and your Pod Pilots — Firewall, Tactix and Case — where you're needed most. Once there, it's up to you to stop the aliens.

When you're out on a mission, the Ultimate Game shares a lot of essentials with the Classic. Let's go over the basics:

- You move your cross-hairs to the target point, making sure to lead moving targets. Watch out! Some targets might be off-screen, and you'll need to move to where you can spot them. Use your Radar Screen to keep track of everything in the area.
- Fire a missile from one of your Pods (the one closest to the target point is usually best). Each Pod starts out with 10 missiles. You can load on more later, if you do well enough.
- When the missile explodes, any enemy missile or craft caught in the blast radius is destroyed.
- Destroyed enemies explode, and any enemy object caught in their blast radius is destroyed.
- If one of your Pods is hit by an enemy missile, the Pod is destroyed and the pilot ejects. You lose all the missiles that are in the Pod when it explodes.
- If one of the cities under your protection is hit by an enemy missile, it is destroyed.
- If all of the cities you are protecting are destroyed or all of your Pods are wiped out, the mission and your current career are over.

At the end of each wave, you get bonus points for all the missiles remaining in your Pods (the shots you didn't use). You also get points for every city still standing. That's where the similarities end.

Each wave is part of the defence of a region. Every region sees at least two and as many as five waves. The defence of a continent involves successfully intercepting all the waves for two or three regions.

If you lost one or more Pods during the wave, they are automatically replaced between regions — if you can afford it. Replacement Pods cost 15,000 points. Note, however, that unlike the Classic Game, destroyed cities are never replaced in the Ultimate Game. You must get through all the waves in a region to be successful. When you move to defend a different region, there is a complete, new batch of cities to defend.

ENEMY CRAFT AND MOTHERSHIPS

During the mission, you will likely encounter enemy craft. These are not the same as the enemy Satellites and Bombers in the Classic Game. The craft in the Ultimate Game are much more dangerous. We know that they have several types of attack ships, but only two have been spotted in action. The "Zapper" emits a beam that somehow drains missiles out of Missile Pods. The "Beamer" can destroy a Pod outright. Beware of these and destroy them whenever you can!

When you defeat all the waves in the regions and have cleared the continent, *Missile Command* lets you launch into near-Earth space to attack the mothership that unleashed this round of attacks. The pre-launch briefing notifies you of any weaknesses the scientists have discovered from long-range observation of the mothership; pay attention. At the very least, we know that motherships launch powerful missiles and have beams like those of the "Enfeebler" craft. Some use Death Rays that can disintegrate a Missile Pod. Some have alien versions of the MIRV multiple-warhead missiles.

Destroying a mothership is not a simple matter of blasting away at it; they are very well-armoured ships. Your briefing should be able to point out weak spots and components that can be destroyed. Focus on those. Some mothership components, when destroyed, yield power-ups. Move your Pod Base Ship to collide with a power-up to collect it. There are three known types:

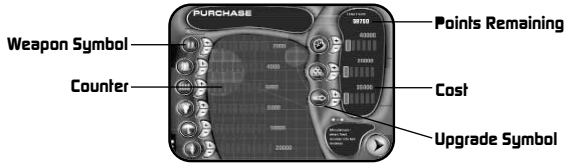
Money adds to your total points.

Restock replenishes the missile supply in all of your Pods.

Special gives you special weapons.

PURCHASING

When you have successfully completed the defence of an entire continent and destroyed the mothership responsible for the attack on that area, you make a brief visit to a supply base — the Purchasing screen. Here, you can use the points you've earned as legal tender, trading them in for Weapons Upgrades and Special Weapons to add to your standard armaments. (You do not lose these points for the purpose of the High Scoring.)



To purchase a Special Weapon or Weapon Upgrade, click on the plus and minus buttons for that type to set the number of that type you want.

WEAPON UPGRADES

Your basic missiles do the job, but there are better available. If you have the points, you can purchase from three different types of upgrades to your missiles — five levels of upgrade in each type. For the first upgrade of a type, you'll spend the Base Cost. After that, the price increases for further upgrades of the same type.

Symbol	Upgrade	Base Cost	Description
	Capacity	20,000	Adds to the number of missiles each Pod can hold. A basic Pod can carry 10 missiles. Each level of upgrade increases the capacity by 2 missiles, to a maximum of 20 missiles per Pod.
	Strength	40,000	Increases the blast radius of every missile you fire, which means that more enemy weapons are likely to be caught in the explosion and destroyed.
	Speed	35,000	Accelerates your missiles, so that they reach target point faster.

SPECIAL WEAPONS

In addition to upgrading your normal missiles, you can also purchase Special Weapons as additions to your arsenal. These do not take the place of the missiles in your Pods.

Special Weapons are mounted on your Pod Base Ship and fired by independent control. During a mission, use the **Cycle to Next Special Weapon** control to select the special you want loaded and the **Fire Special Weapon** control to fire the loaded special.

Unlike Weapon Upgrades, Special Weapons do not increase in cost as you purchase more of them. However, you are limited to purchasing no more than ten (10) Special Weapons at one time, no matter how many points you have to spend. Choose wisely.

Symbol	Special	Cost	Description
	Minute Man	2,000	The Minute Man Twin-MIRV (Multiple Independent - entry Vehicle) is a missile that splits into two self-propelled warheads in mid-flight.
	Atlas	4,000	The Atlas Tri-MIRV splits into three self-propelled warheads in mid-flight.
	Titan	6,000	The Titan Quad-MIRV splits into four self-propelled warheads in mid-flight.
	Smart Missile	8,000	Once fired, this device searches for the nearest enemy missile. Once locked onto a target, the Smart Missile follows and destroys it. If the current target is destroyed prior to impact, the Smart Missile acquires a new target.
	Shield Missile	10,000	The Shield Missile generates a temporary, extremely localised electromagnetic pulse that acts as a protective shield large enough to protect a city or Missile Pod. Any enemy that comes into contact with the shield is destroyed. Unfortunately, we have not yet developed a shield that lasts more than a few moments.
	EPM	20,000	The Electronic Pulse Missile (EPM) creates a massive electromagnetic disturbance that overloads the electronic components of any enemy weapon or craft in range. This effectively wipes out nearly all enemies in the detonation area.

IT GETS TOUGHER

As you might expect, the aliens increase the intensity of their attacks as the war rages on. The speed of their missiles increases as you make headway through the waves and missions. The enemy also begins sending out more and deadlier assault craft and special weapons of their own. The motherships get tougher and tougher to destroy.

As if that weren't enough, the area you must defend also increases. As you progress through the regions, the aliens gradually widen their zone of attack from the initial 75 degree arc to a full 360 degrees. Missiles are literally raining down all around you, and you must shoot them all down!

Good hunting, Missile Commander!

SCORING

As in the Classic Game, every time you destroy an enemy missile or craft, you earn points. Missiles you don't use and cities you successfully protect also add points to your score. Unlike the Classic Game, however, there are no Wave Multipliers in the Ultimate Game. Here are the numbers:

BASIC SCORING

Object	Score
Enemy Missile	50
Enemy Assault Craft	500
Enemy Smart Missile	125
Friendly Missile Conserved	25
Small City Protected	600
Large City Protected	1000

You also get points for destroying mothership components, motherships and the smaller ships that defend them.

BOSS OBJECT SCORING

Mothership Object	Score
Missile Launcher	300
Target Component	500
Defence Ship	500
Beam Projector	600

BOSS SCORING

Mothership Type	Score
Snake-type	15,000
Eye-type	15,000
Hive-type	15,000
Turtle-type	20,000
Ring-type	20,000
Crab-type	25,000

MULTIPLAY

Want to go head to head against a friend, but you aren't both at the same computer? No problem. Want to team up and face the alien threat together? No problem. That's what *Missile Command* Multiplay mode is all about.

Select the Multiplay option from the Main Menu to get to the Multiplay screen.

First of all, you've got to choose the type of connection you want to use:

Internet To play over the Internet, you need to know the IP Address of the person hosting the game. If you're hosting, everyone else must know yours. See the sidebar to the right for instructions on how to find out your IP Address. On the Internet Connection screen, you can enter and save the IP Addresses of computers you expect to connect to frequently.

LAN Connecting over a LAN is pretty easy, assuming the network is already set up. Make sure you're logged on to the network, then click this button.

Modem If you want to connect to another computer over a direct modem to modem phone line connection, this is the option for you. The joining player must know the telephone number of the hosting player's modem. On the Modem Connection screen, you can enter and save the phone numbers of computers you expect to connect to frequently.

Serial This option is for playing a game over a direct serial connection between two computers. All you need to know is what Com Port the serial cable is plugged into.

HOW TO FIND YOUR IP ADDRESS USING WINDOWS® 95/98

To find your IP address so that you can communicate it to other players, follow the steps detailed below:

1) Connect to your ISP (Internet Service Provider). This MUST be done before continuing.
2) Click on the START button on your Windows® 95/98 Task Bar, and then click on RUN.
3) When the RUN window appears, type "winipcfg" (without quotes), and then click OK.
4) The box labelled "IP Address" is your IP address for that session. **NOTE:** Your IP address may change each time you log on depending on your ISP.
5) If you are hosting the game, you must communicate your current IP address to the other players wishing to join the game. You can do this via:

- **E-mail** – Use your e-mail program to send your IP address to other players, OR
- **Phone** – Call the other players and tell them your IP address via a second phone line, OR
- **Chat or Instant Message Programs** – Use programs such as ICQ or AOL Instant Messenger to send your IP address to the other players.

NOTE: For games that are playable on the MSN Gaming Zone (formerly called Microsoft's Internet Gaming Zone), IP address information is automatically exchanged between players via the Zone.

HELPFUL WEB SITE ADDRESSES

ICQ – http://www.mirabilis.com
AOL Instant Messenger – http://www.aol.com/aim/

Once you've selected the type of game and entered the necessary information, you must decide whether to be the Host of the game or to Join a game that someone else hosts. (This is something you and the other player should agree on ahead of time.) Click the button that corresponds to your choice.

If you're Joining, all you do now is wait for the Host's game to show up, then select to join it.

HOSTING
If you're Hosting, click the Setup button. This is where you determine the settings for the game.
For a Classic Game, you have the same difficulty options that you have for a normal game. Note that you can set these preferences differently for each player. This is handy for setting up "handicap" games, in which the better player gives the other an advantage — which makes the game more challenging and more fun for both players.

Waves Determine the starting wave for each player. (**NOTE:** You cannot start on even numbered waves.)
Bonus Set the score at which a player earns bonus cities.
Skill Define the Skill Level. There are three settings: ***Easy*** has slower enemy missiles and fewer per wave; ***Normal*** is the standard setting; ***Hard*** offers faster enemy missiles and more of them in every wave.

For an Ultimate Game, you can create a new career or choose one to load, just as you would for a single player game. The Multiplay game begins at the point where that career left off.

When you're set up, return to the previous screen, wait for the other player to join, then start the game.

PLAYING
How is a Multiplay game different from a single player game? That depends on which game you're playing.

- Classic Multiplay works just like the Head-to-Head mode on a single computer; two players compete in alternating turns.
- In an Ultimate Multiplay game, both players play at the same time, and each one has his or her own Pods, Cross-hairs and supply of missiles. The two players co-operate against the same alien threat while competing with one another for points (which can still be used to purchase stuff).

At Atari, it is a priority to ensure that you have everything you need to get the best out of your game. In fact, our web sites are designed to enhance your playing experience and not just be there to help if you have a problem. Therefore, our web sites are dedicated to ensuring you can see the latest information, obtain technical support, download the latest upgrade, and a great deal more. For more information on forthcoming and existing products from Atari, please visit our main site at:

http://www.atari.com

If you have problems and require assistance you can telephone our Customer Services on:

Phone: **+44 (0) 1454 893900**
Hours of operation: 0900-1730 GMT/BST, Monday to Friday
Fax: +44 (0) 1454 894296

NOTE: Phoning this number costs the same as a standard rate call no matter where you call from in the UK.
If you do telephone our Customer Services, if possible please be sitting in-front of your computer and have a pen and paper at the ready. Before contacting our Customer Services, please try to have the following information ready so that we may help you more efficiently:
The name of the game, the make and model of your computer, the processor and it's speed, peripherials, graphics card with it's driver date and version, sound card with it's driver date and version, which version of Windows you are using, total memory installed, exact error message (if any) version of DirectX installed, type of CD-ROM drive, total system resources free before running the program and finally the name of any programs running in the background.

All letters should be addressed to:
Hasbro Interactive (Europe) Customer Services
The Ridge, Chipping Sodbury, South Gloucestershire
BS37 6BN, England, UK

EMAIL
Alternatively you can email our Customer Service operators on:

uksupport@hiuk.com

To ensure a prompt reply please summarise your issues as concisely as you can, giving details, as above, of the game, the problem or error, any circumstances that you feel relevant and your particular computer system. We will endeavour to return your mail within the day.

WEBSITE

http://www.hasbro-interactive.com

CUSTOMER SERVICES - AUSTRALIA
If you have problems and require assistance you can telephone our Customer Services on:

Phone: **1902 262 667**
(calls charged at $1.50 per minute, a higher rate applies to mobile and public phones).

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During this period the Product, if defective, will be replaced free of charge if returned to Hasbro at Caswell Way, Newport, Gwent, NP9 0YH, together with a dated proof of purchase, a brief description of the defect and the address to which it is to be returned. Any replacement will be warranted for a further 90 day period.
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This warranty does not apply to defects caused by misuse, neglect, incorrect installation, damage, alteration, repair or excessive wear.

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